

# THE AMERICAN GO JOURNAL

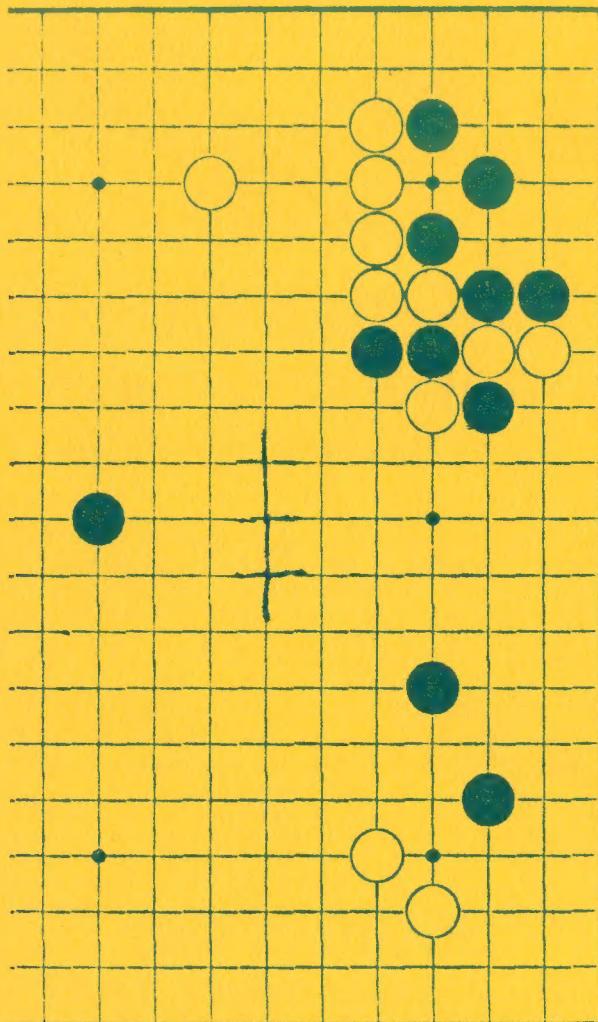
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VOLUME 14, NUMBER 1

JAN/FEB 1979



WHITE TO PLAY

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## GO EQUIPMENT

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## GO

An ancient board game which takes the simplest of elements: line and circle, black and white, stone and wood, combines them with simple basic rules, and generates subtleties which have enthralled players for millenia. Go's appeal does not rest solely on its oriental, metaphysical elegance, but on practical and stimulating features in the design of the game.

Go is easy to learn. The few rules can be demonstrated quickly and grasped easily. The game is enjoyably played over a wide range of skills. Each level of play has its charms, rewards, and discoveries. A unique and reliable system of handicapping brings many more players "into range" for an enjoyable contest even between those of greatly differing skill. Draws occur in less than 1% of all amateur games. A game of Go retains fluidity and dynamism far longer than comparable games; an early mistake may be made up, used to advantage, or reversed as the game progresses. There is no simple procedure which will turn a clear lead into a victory - only continued good play. Go thinking seems to be more lateral than linear, less dependent on logical deduction, and more a matter of a "feel" for the stones, a "sense" of shape, a gestalt perception of the game.

Beyond being merely a game, Go can take on other meanings to its devotees: an analogy for life, an intense meditation, a mirror of one's personality, an exercise in abstract reasoning, a mental "workout", or, when played well, a beautiful art in which white and black dance in delicate balance across the board. But most important for all who play, Go, as a game, is challenging and fun.

## AMERICAN GO ASSOCIATION

The AGA is the national organization of Go players in the U.S. It coordinates and encourages Go activities and cooperates with similar associations world wide. As standard services, the AGA 1) Publishes the American Go Journal which includes a Tournament schedule, club notices, and articles. 2) Sanctions and promotes AGA rated tournaments. 3) Organizes the American Honinbo and Kyu Championships. 4) Distributes an annual roster of chapters and members. 5) Sells Go books by mail (20% discount to AGA clubs). 6) Maintains a U.S. numerical rating system. 7) Schedules tours of Go professionals. 8) Supports the creation and growth of AGA Chapter clubs. (Requirements: See AGA application.) Chapters receive free publicity of tournaments and club meeting time, place, contacts. They select contenders for the national titles; they are the link between the Go players (present and potential) in this country and the AGA. AGA chapter clubs get organizational aids as available. \*\*\*AGA members receive the AGJ, are included in the member roster and rating readout, may play AGA rated matches, in AGA tournaments, AGA Postal Go, and join the growing ranks of those who support Go.

## AMERICAN GO JOURNAL

The AGJ is the sole national publication of the AGA. It provides news, game commentary, instruction, and articles of general interest for Go players of all strengths. Published six times a year, it is free with the \$12 yearly membership in the AGA. Back issues: \$2; volumes: \$7. The American Go Journal is protected by the copyright laws. Reproduction in any form is forbidden without written permission of the American Go Association, P.O. Box 397, Old Chelsea Station, New York 10011.

## AGJ STAFF

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### A TRAGIC LOSS

Sunday, March 4, Stuart Dowsey called with sad news. Brian Castledine, President of the British Go Association and a young, dedicated organizer, died in a hiking accident near his new home and university post in southern England. He had gone out for a walk along the cliffs on the 28th of February, the first nice day in England for some time, and apparently, part of the cliff collapsed beneath him.

Brian will be remembered for his lively spirit and wry wit. Several Americans knew of his hard work in co-directing the 20th European Go Congress in Cambridge.

He was an important part of the BGA's collective leadership and I, for one, expected to work with him for years to come. He left a small legacy: his share in co-authoring many of the Go Songs of the BGA (AGJ 11:6). "The 12 Te's of Christmas" and "Green grow the Ko Threats, Oh!" will keep us company over our pints of beer and remind us of Brian's unbounded love of the game.

### TOURNAMENT AND EVENT CALENDAR

8 April, NEW YORK GO CLUB SPRING TOURNAMENT, NY, NY.

1-4 June, GERMAN CHAMPIONSHIPS in Freiburg, BRD. Contact: Anton Steininger, EGF - Sekretar, A Yozo Linz, Weinerstr 69.

2-3 June, NEW PORTLAND GO CLUB WEEKEND TOURNAMENT, Aloha, Oregon.

10 June, THE NEW YORK STATE GO CHAMPIONSHIP, New York Go Club, NY, NY.

20 July - 5 August, EUROPEAN GO CONGRESS, Konigswinter, Bonn. Contact:

Gottfried Schippers, Riemenschneiderstr. 2, 53 Bonn 2, West Germany.

August, GOLD HILL TOURNAMENT, Southern Oregon State College Go Club.

Contact: Karl Baker, 435 Granite St., Ashland, Or. 97520 (503)482-9201.

1-2 September, U.S. CHAMPIONSHIPS in San Francisco and New York. (tentative.)

8-9 September, QUEBEC OPEN, Montreal. Cash prizes for Open Champion and Quebec Champion. Contact: Tibor Bognar, 7600 Lajeunesse #511, Montreal, Quebec, Canada H2R 2Z8.

15-16 September, NEW PORTLAND GO CLUB WEEKEND TOURNAMENT, Aloha, Oregon.

14 October, NEW YORK GO CLUB AUTUMN TOURNAMENT, NY, NY.

2 December, THE NEW YORK GO CLUB CHAMPIONSHIPS, NY, NY.

### \*\*\*\*\* WESTERN GO PROFESSIONALS IN THE NEWS

America's only professional Go player, James Kerwin, 1-dan, has won the shodan division of the 4th Kisei Sen, the richest Go tournament around! In his first game he defeated Sakuramoto Saburo by 14½ points holding White. His next opponent was Ms. Inoue Machiko, who had won the Shodan division for the past 2 years. Playing White again, he won by resignation. In the semi-finals he held Black against Sano Kuniko and won by resignation. The final game pitted him against Nakamura Kuniko, also a student of Iwamoto, 9-dan. He held White and won by 11½ points.

The ladder portion of the tournament will start in May. At that time Kerwin will play the first game against the winner of the 2-dan division, the winner of their game is then matched against the winner of the 3-dan division, and so on through 6-dan. The winner of that portion of the tournament then has a chance to join the final 16 players, which include all major title holders and other prominent players. We congratulate Mr. Kerwin on his splendid achievement and wish him the best of luck for the future.

\* \* \* \* \*

Manfred Wimmer, Austrian Go professional at the Kansai Kiin, has just been promoted to 2-dan. Congratulations!.

## GO IN D.C.

The University of Maryland Go Club meets Tuesday night at 7:45 in the Student Union Bldg. Ask at the Lobby information desk for the room number. Contact: John Goon, 2114 Saramac St., Adelphi, Md 20783 (301)434-0373.

## GO IN OREGON by Ogden Kellogg

After 2 years of teaching Go at Southern Oregon State College, we now have a well established club here in the Rogue Valley. The group meets every Tuesday evening at 7:00 pm in Stevenson Union, S.O.S.C., Ashland, Oregon. Eight or ten people usually attend. Player strength ranges from beginner to about 8 kyu. Last summer we sponsored the highly successful Gold Hill Tournament, which attracted strong players from up and down the West Coast, and helped stimulate local interest. This year's activities will include a Go players' backpacking trip into the nearby Kalmiopsis Wilderness (June) and another Gold Hill Tournament (August). Southern Oregon's most enthusiastic Go player and best Ashland contact is Karl Baker, 435 Granite St., Ashland Or 97520; (503) 482-9201.

\*\*\*\*\*

## N.Y.G.C. ELECTIONS

On January 28, 1979 the New York Go Club held its Annual Members Meeting to elect a new Executive Board.

The officers of the Club for 1979 are: Pres-

ident: Jerald E. L. Brauner J. Pinto J. Exter R. Schmeidler E. Downes Pinto, V.P.-In-ternal Affairs: Edward R. Downes, V.P.-External Affairs: Lawrence J. Brauner, V.P.-Finance: John Exter, Secretary: Richard Schmeidler. Mr. Brauner was chosen to represent the Club on the American Go Association's Eastern Executive Committee.

The Board also formalized a schedule of 4 tournaments for 1979 (see the Tournament and Event Calendar for details).



\*\*\*\*\*

## MORE GO COVERAGE

The cover article in the February New Scientist magazine, published in England, is entitled, "Go - a Greater Challenge than Chess." It was written by Dr. David Brown, a lecturer in computer science at Teesside, and Stuart Dowsey, long time Go teacher and promoter. The article includes a general introduction to the game, and an address and telephone contact for the British Go Association. It then discusses Go, chess, and computers, much as Bruce Wilcox has been doing in his Computer Go series. The similarity between the two analyses is striking. Dowsey and Brown are working on a Go program based on a network representation of the concepts that humans use during play and a rule-based inference system (RBIS). Stuart has also developed "line analysis" stimulated by Bruce Wilcox' sector theory. He will present 5 lectures on his adaptation at the 1979 European Go Congress this summer in Bonn.

## 18 HINTS TO IMPROVE YOUR SUJI

by Masubuchi

## HINT NO. 18: LOSE WITH DIGNITY

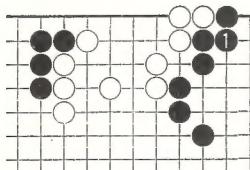


Diagram A

DIAG A: B1 is proper.  
DIAG B: This B1 is improper. If you are thinking of swindling, you should be ashamed of yourself. Since Go is a game, either you or your opponent must lose (excluding jigo). You rarely find a player who is happy in losing.

This is only natural because you play to win. But there is a larger aim: to enjoy mutual companionship. For this you must observe certain etiquette. There is no need to brag about your win or cry over your loss. It gives a good impression to lose with dignity. You played a gentleman's game. Don't raise your base instincts just to win a game.

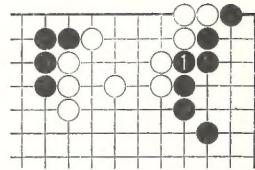
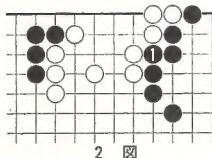
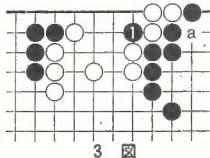


Diagram B



2 図



3 図

Diag 1 (PROPER). The connection B1 is proper because otherwise B suffers a big loss.

Diag 2 (DIRTY). This B1 is dirty. There is no necessity for this play. Diag 3 (CAPTURE). If W plays elsewhere (thinking that B had connected at a), B goes on to capture the

three stones with B1 here. Maybe you didn't intend to do this; but this kind of thing happens once in a while. It is, of course, W's fault because he wasn't watching what B did. But does B now take the three stones without a qualm? That's not nice; it is no longer a gentleman's game.

But B may have a reason for his deed.

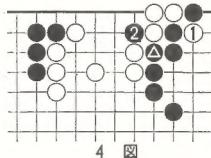
Diag 4 (REASON). B figures that with  $B\Delta$ , W cannot cut at 1. Besides, isn't it one point gain for B if he plays  $B\Delta$  before connection? But is it?

Diag 5 (CAREFUL). The careful W plays at 2. After this B goes back to the connection at 3.

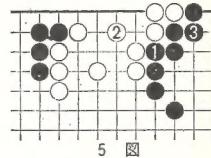
Diag 6 (LOSS). When it comes to yose from the other side, all B can hope for is the gote hanetsugi B1 & 3. This is a loss for B.

Diag 7 (RUST). If the connection in the corner is at  $B\Delta$ , then B has

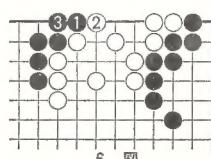
yose B1 & 3 with sente and W's territory is smaller than in Diag 6. Not only giving an unpleasant feeling to your opponent but also suffering a loss, B1 in Diag B is, as we say, "rust from your own body."



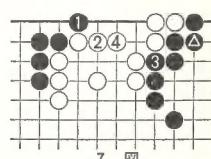
4 図



5 図



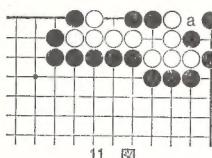
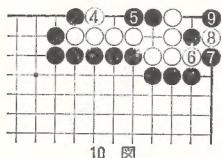
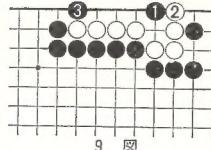
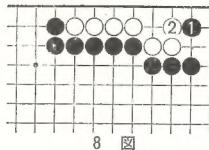
6 図



7 図

Diag 8 (LIFE OR DEATH). If B jumps in to B1, then W2 is a just response. Is the W group alive or dead?

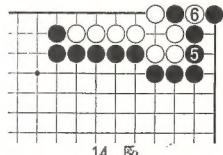
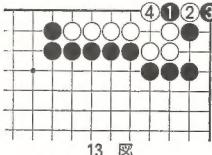
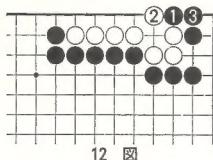
Diag 9 (CORRECT). Oki B1 is correct. If W blocks at 2, then hane B3 will kill the group.



Diag 10 (RESISTANCE). If W4 then B5. B answers all the resistance from 6 to 9.

Diag 11 (DAMEZUMARI). W's group is dead because he cannot atari at a.

Diag 12 (SELF-COMPLACENT). Following Diag 8, it is self-complacent to think that W's group is dead



with hanetsugi B1 & 3.

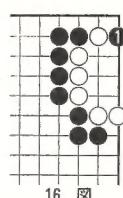
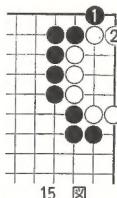
Diag 13 (PITCH). If W pitches at 1, then it does not die so easily. After B3 W plays 4...

Diag 14 (KO). B has to connect at 5 and a ko starts with W6. B has now lost half of his profit. This occurs out of inexperience. But what's important is that B shouldn't cry over his mistake.

Diag 15 (LIVE). If hane B1, then with W2 the W group lives.

Diag 16 (KO). However, tsuke B1 leads to a ko.

Most Go games are decided by mistakes. Even a Meijin, being human, makes mistakes (of subtler nature, perhaps). Expressions like "I would have won if I had done that instead" or "If that group lived, I'd have won" etc., repeated too often, are not very pleasant for listeners.



"If..." has no place in Go. It should be countered by "why didn't you?". Your opponent in front of you is not an enemy. He is your companion. Don't lose your dignity in losing or in winning. Gentlemanly behavior is pleasant for everyone concerned.

#### POSTSCRIPT

I ended up with a lecture in manners in the last chapter, but throughout this book I emphasized basic principles over techniques. There are many more things I wanted to tell you about, but because of the space limitation I had to exclude them with regret.

I hope you saw close relationships among the various principles I mentioned. There is only one underlying reality; you can look at it from different perspectives. In any case it is good to have many different points of view and it is important to become familiar with them. If something new comes to you, it opens a new world for you and you learn something. I would be very happy if you gained even one or two things from this book.

## A THANK YOU

Tako Onishi, 2-dan of New York, has been the AGJ translator since its rebirth in 1974. His work is well represented by the now completed translation of Go Super Book #29, 18 Hints to Improve Your Sugi by Masubuchi. The 1st Chapter appeared in Vol 10:3 (May, 1975).

His steady commitment to Go has always been a great help and encouragement to the Editor. This is a good time to say: Thanks, Tako.



Photo by Vinny Falci

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COMPUTERS AND GO  
by Terry Benson

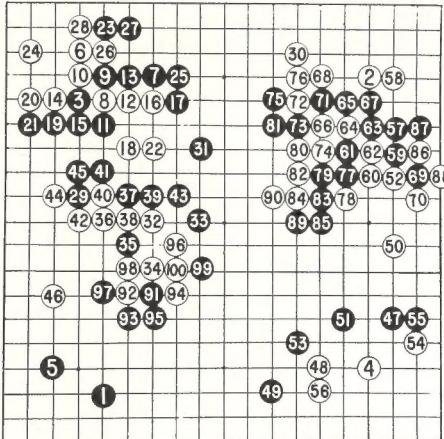
It seems obvious to me that the time has come to utilize the computer revolution to spread the game of Go. I am evidently not alone. Quentin Dombro in Wilmington, Tom Reuterdahl in Palo Alto, Bob Collett in Cleveland, and probably many others are interested in developing a Go-playing micro-computer program. My own interest is in getting a micro computer and/or dedicated electronic game to play reasonable Go on a small board (hopefully 9x9). The average enthusiast may say "so what?", but to the millions of uninitiated, potential players out there, 9x9 Go is a perfect place to start playing and a fine place to continue playing indefinitely. For many, 9x9 Go is the right size challenge.

Besides which, getting a machine to play 9x9 Go will be plenty of work even if we mount a team effort to do it. En route we should be able to create the software for a display of a 19-line board and possibly for entering and recording moves in Korschelt notation. That might allow players to play through hundreds of professional games with a minimum of effort. Most readers of the AGJ would ask, "Well, isn't this what Bruce Wilcox is doing?" The answer is yes and no. He is a professional Go programmer using an immense computer and an approach which refuses intentionally to take advantage of what computers do best: detailed tactical analysis, i.e., reading. For the 19-line board his method may be necessary; but on a 9x9 grid, the possibility of using lookahead is very real.

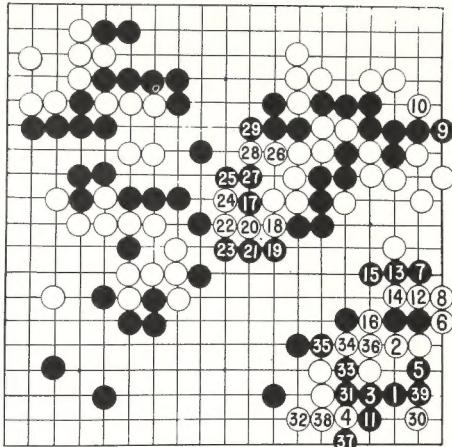
I welcome any correspondence on the subject and will (judiciously) use the AGJ to report the work being done.

Bruce's work will undoubtedly spark serious efforts to tackle the 19-line game - that's great. I am a 30 kyu programmer with access to a 10 kyu machine. If I can get it to play 15 kyu Go on a 9-line board I will be quite satisfied.

## 1978 U.S. CHAMPIONSHIP MATCH



GAME 1 (1-100)



GAME 1 (101-139)

Championship match site: JAL New York offices  
Organizer: AGA  
Match sponsor: Japan Air Lines

## Game 1

Black: Shin A. Kang, Eastern Champ  
White: Shigeo Matsuura, Western Champion

Komi: 5½ points

Commentary by the players.

W8: It was better for White to leave the corner alone at this time and occupy hoshi on the bottom or the right side.

W12: A mistake. W's group including 8 and 12 becomes heavy. W should atari at 14 and extend to 19.

W22: It is also possible for W to cut at 25.

B25: Keeps sente; a hanging connection would not.

W30: Kang said this should be at 31 to help out the weak group.

W38: W trades away his stones 8,12, 16,18,22 in order to break into the left side.

W42: Better at 43.

W52: W puts his hopes in the NE sector allowing B to surround his corner.

B57: A very deep invasion which provokes a large fight.

B61: A mistake; B61 at 64 is correct. In the sequel B sustains a large loss and the game becomes favorable to W.

W90: Here Kang considered resigning. In the light of B's tesuji at move 117, however, Matsuura regretted not having played 90 one point to the left.

B101: Upon the success of this move the outcome of the game rests. B's aim is to move the fight towards his dead group on the side, with the hope of playing a stone at or near 115. With such a stone in place B can aim for 117 to capture W's stones.



Shigeo Matsuura  
Masao Takabe, AGA VP  
& Game Recorder

Photos by Terry Benson

Shin A. Kang  
Mitsunari  
Kawano,  
Pres, JAL, NY  
Dr Kio  
Kamayama

W114, 116: Mistakes. W's room to maneuver in this area is limited for the reason noted above. Matsuhara suggested crawling above 108 with move 112. B117: B strikes at the head of W's stones. With four liberties to W's three he wins the semeai. This move would not work without B115, since W would be able to cut (below 89) with his 120.

B wins by resignation.

### Game 2

Black: Shigeo Matsuhara

White: Shin A. Kang

Komi: 5½

W16: The usual play for W here is at B17. W intends to build territory at the top.

B25: Should be tsuki-atari to the right of 24. If W then plays hiki, B hanes around 24 to capture four stones.

B33: It is better to play sagari from B23, as this would threaten to capture W18 and 20. B gets a poor result in this corner; he has only five points in the corner and his stones in the center are vulnerable to attack.

W48: Kang said he should have held this back one point to the left.

Black now skillfully runs out with his 49 and 51.

B69: B should occupy the point of 72. He need not worry about W making territory at the bottom at this point.

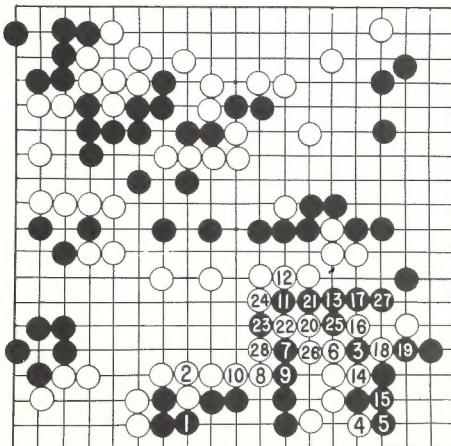
B97: B should play at W102 here. Up to this point B has managed to make the game close but he makes several slips and gets caught in a karami.

B103: Should be sagari to the point of 104.

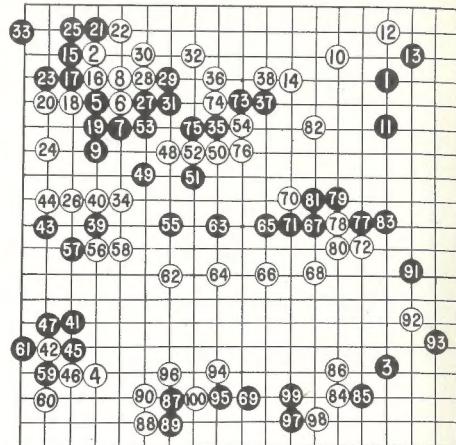
B107: An overplay. B should make life by playing sagari from 69.

W108, 110: This robs B of space for two eyes. The B stones must now try to connect to the right. W prevents this by also threatening B's corner and thus ends the game.

W wins by resignation.



GAME 2 (101-128)



GAME 2 (1-100)



Shin A. Kang, new American Champion

WASHINGTON 1978 FALL TOURNAMENT  
by J. Goon

The Greater Washington Go Club combined with the University of Maryland to stage a most successful mid-October tournament. Four months of advanced planning and a high rate of participation by GWGC members helped to produce a 42 player turn-out. This was particularly evident in the number of out-of-town competitors that came, two from as far away as Florida. There were four sections, each arranged as a seeded swiss event. The competition was fierce, but the atmosphere remained congenial. Coffee, Tea, and Doughnuts were free, as is traditional, but a surprise cheese and cracker buffet was also supplied without additional charge. Art Lewis, Jon Tom, and Paul Stygar provided extremely valuable support when it was needed most. Now on to the tournament:

OPEN: GWGC member Moon Cha defeated Young Ko in the third round to take first place. The small dan turn-out was offset by the high quality of the players. Next year should be better.

SECTION A: First place went to another GWGC member, John Sun. Ted Drange from W. Va. took 2nd place.

SECTION B: John Wardigo of Bloomsburg, Pa. clinched 1st place when Tom Williams defeated Richard Mercer in round three. GWGC member Ben Bernstein placed 2nd.

SECTION C: Steve Broadbent, yet another GWGC entrant, took 1st place in round 4 over 2nd place Carl Ockert. Both players are to be commended for playing tough to the end.

OPEN SECTION:

#	NAME	RANK	1	2	3
1	T. ISHIKAWA	6D	4 <sup>e</sup>	3 <sup>e</sup>	5 <sup>e</sup>
2	YOUNG I. KOH	6D	5 <sup>e</sup>	4 <sup>e</sup>	3 <sup>e</sup>
3	MOON CHA	5D	6 <sup>2</sup>	1 <sup>e</sup>	2 <sup>e</sup>
4	K. SUZUKI	4D	1 <sup>e</sup>	2 <sup>e</sup>	6 <sup>2</sup>
5	J. MAIER	4D	2 <sup>e</sup>	6 <sup>2</sup>	1 <sup>e</sup>
6	R. KUKOL	1D	3 <sup>2</sup>	5 <sup>2</sup>	4 <sup>2</sup>

1ST PLACE WENT TO MOON CHA

2ND PLACE WENT TO YOUNG KOH

SECTION B:

1	T. WILLIAMS	6K	9 <sup>1</sup>	7 <sup>1</sup>	2 <sup>e</sup>
2	R. MERDER	7K	7 <sup>e</sup>	9 <sup>1</sup>	1 <sup>e</sup>
3	J. PICKETT	7K	9 <sup>1</sup>	11 <sup>2</sup>	10 <sup>1</sup>
4	P. STYGAR	7K	10 <sup>1</sup>	12 <sup>2</sup>	7 <sup>e</sup>
5	J. WARDIGO	7K	11 <sup>2</sup>	10 <sup>1</sup>	8 <sup>e</sup>
6	J. BAZUZI	8K	12 <sup>1</sup>	8 <sup>e</sup>	9 <sup>e</sup>
7	S. BECK	8K	2 <sup>e</sup>	1 <sup>1</sup>	4 <sup>e</sup>
8	B. BERNSTEIN	8K	1 <sup>1</sup>	6 <sup>e</sup>	5 <sup>e</sup>
9	E. BEHRE	9K	3 <sup>1</sup>	2 <sup>1</sup>	6 <sup>e</sup>
10	J. TARCZA	9K	4 <sup>1</sup>	5 <sup>1</sup>	3 <sup>1</sup>
11	T. ALEXANDER	10K	5 <sup>2</sup>	3 <sup>2</sup>	12 <sup>e</sup>
12	C. HAUROTH	10K	6 <sup>1</sup>	4 <sup>2</sup>	11 <sup>e</sup>

SECTION A:

#	NAME	RANK	1	2	3	4
1	T. DRANGE	1K	7 <sup>2</sup>	6 <sup>1</sup>	10 <sup>3</sup>	5 <sup>e</sup>
2	J. B. KIM	1K	8 <sup>3</sup>	10 <sup>3</sup>	5 <sup>e</sup>	4 <sup>e</sup>
3	Y. K. YIN	1K	9 <sup>3</sup>	5 <sup>e</sup>	11 <sup>3</sup>	-
4	L. KAUFMAN	2K	10 <sup>2</sup>	9 <sup>2</sup>	12 <sup>2</sup>	2 <sup>e</sup>
5	J. SUN	2K	11 <sup>2</sup>	3 <sup>e</sup>	2 <sup>e</sup>	1 <sup>e</sup>
6	F. BERNHART	3K	12 <sup>1</sup>	1 <sup>1</sup>	9 <sup>1</sup>	11 <sup>1</sup>
7	S. ZIMMERMAN	4K	1 <sup>2</sup>	11 <sup>e</sup>	8 <sup>e</sup>	10 <sup>e</sup>
8	K. GOULDING	5K	2 <sup>3</sup>	12 <sup>e</sup>	7 <sup>e</sup>	9 <sup>e</sup>
9	C. HEBEL	5K	3 <sup>3</sup>	4 <sup>2</sup>	6 <sup>1</sup>	8 <sup>e</sup>
10	J. MOSES	5K	4 <sup>2</sup>	2 <sup>3</sup>	1 <sup>3</sup>	7 <sup>e</sup>
11	J. PAYETTE	5K	5 <sup>2</sup>	7 <sup>e</sup>	3 <sup>e</sup>	6 <sup>1</sup>
12	J. STAFURIK	5K	6 <sup>1</sup>	8 <sup>e</sup>	4 <sup>2</sup>	-

SECTION C:

1	C. OCKERT	11K	7 <sup>6</sup>	5 <sup>e</sup>	4 <sup>e</sup>	3 <sup>e</sup>
2	E. STABLEMAN	11K	8 <sup>8</sup>	9 <sup>7</sup>	3 <sup>e</sup>	-
3	S. BROADBENT	12K	9 <sup>7</sup>	8 <sup>7</sup>	2 <sup>e</sup>	1 <sup>e</sup>
4	P. TRIMMER	12K	10 <sup>8</sup>	12 <sup>9</sup>	1 <sup>e</sup>	5 <sup>e</sup>
5	C. Y. HUI	12K	11 <sup>9</sup>	1 <sup>e</sup>	6 <sup>1</sup>	4 <sup>e</sup>
6	T. GOLDMAN	14K	12 <sup>9</sup>	10 <sup>6</sup>	5 <sup>1</sup>	-
7	J. SCHWENDER	18K	16 <sup>6</sup>	13 <sup>3</sup>	8 <sup>1</sup>	-
8	B. SOL	20K	2 <sup>8</sup>	3 <sup>7</sup>	7 <sup>1</sup>	11 <sup>1</sup>
9	G. DRAY	20K	3 <sup>7</sup>	2 <sup>8</sup>	10 <sup>e</sup>	-
10	S. COHEN	21K	4 <sup>9</sup>	6 <sup>6</sup>	9 <sup>e</sup>	-
11	J. SPRIGGS	22K	5 <sup>9</sup>	7 <sup>3</sup>	12 <sup>2</sup>	8 <sup>1</sup>
12	D. WHYTOCK	25K	6 <sup>9</sup>	4 <sup>9</sup>	11 <sup>2</sup>	-

20th ANNUAL NEW JERSEY CHAMPIONSHIPS

The 1979 New Jersey Championships, held at Murray Hill on February 10th & 11th, saw the emergence of a new top-ranked player. The new champion, Ron Snyder of New York, was known to be stronger than his official rating of 3-dan, since he won the "main" European Tournament, Division 1, in Paris last summer. But still we did not expect that he would sweep the New Jersey Tournament against the strongest available opposition, as he did in defeating two 6-dans and three 5-dans. This was no fluke. Like Larry Brauner a few years ago, we have acquired a new player of top-level strength in this country.

Our defending champion, Young Kwon, 6-dan, is a well-known top Eastern player and former U.S. Eastern Honinbo, and was expected to repeat as New Jersey Open Champion, but he was surprised in the first round by Snyder. Since this was a Swiss-MacMahon tournament, Kwon got another chance in the sixth round, with colors reversed; but Snyder won again, this one a "cliff-hanger," by  $2\frac{1}{2}$  points. Kwon won all his other games and finished second in the tournament.

The New Jersey Championship, restricted to New Jersey residents, was just as strongly contested as the Open Championship. The defending champion, Dr. K. C. Kuo of Demarest, was also undefeated until he met Snyder in the fourth round, but in the last round he yielded the Championship to another former New Jersey Champion, M. Taney of New Milford. These two both won all their other games except against Snyder and Kwon.

The Nidan championship went to Tako Onishi of New York. We might have had a close contest here too, but unfortunately Mario Roberson of Cleveland, his prospective opponent, was too ill with a bad cold to return for the second day's play. Both these players are much improved over last year. Tako in particular has been practicing with Young Kwon, and thoroughly deserved his Nidan Championship.

The Kyu Championship was won by Terry Benson of New York, the AGJ Editor, who had convincing wins over his three closest rivals. Jerry Pinto was second. Terry also split the two games he played with dan-ranked players, and is clearly ready to graduate from the kyu ranks. Matthias Thim, an AGA official and member of the AGJ staff, was the other contender for top kyu honors, but lost in the last round to Jerry Pinto.

Other players with four wins were Jon Ryder of Metuchen, who lost only to Tanei and Takahiko Ishikawa, and Joel Elfman of New York, who seems to be much stronger than his 6-kyu rating.

Bob Ryder, Tournament Director

The Championships were held on December 28, 29, & 30. Participants came from across Canada and some from the USA. The breakdown was: 8 from Montreal, 2 from St. Catherines, 2 from Hamilton, 4 from the USA, 2 from Vancouver, 1 from Edmonton, 1 from Calgary, 1 from Sudbury, and 23 from Toronto.

Attendance was not as high as hoped for because the tournament was held on week days and many were unable to take time off work.

The results of the tournament were:



A General View of the Tournament

Photos by Terry Benson

**Open:** 1st - Se Ju Lee, 6d, Toronto. 3rd - Kaoru Sakima, 5d, Vancouver.  
2nd - Paul Sellick, 5d, Cambridge, Mass. 4th - Saburo Onishi, 3d, Toronto.

2-3d: 1st - Paul Fage, Toronto. 2nd - Seiei Sunagawa, Toronto.

1d-1k: 1st - Yoshiro Nakajima, Toronto. 2nd - Terry Benson, New York.

2-kyu: 1st - Fred King, St. Catherines.

3-Kyu: 1st - Peter Lee, Vancouver.

4-6k: 1st - Stan Williams, Hamilton. 2nd - Bill Hewitt, New York.

7-8k: 1st - Doug Hall, Toronto.

9-kyu: 1st - Jean-Luc Roualdes, Montreal.

10-11k: 1st - Terry Joubert, St. Catherines.

Best Winning Percentage of Games (80%) - John Carlin, Toronto.

In addition to the above results in the Open Tournament there was a sub-tournament within the Open to determine the best Canadian player. This position was only open to Canadian citizens and was to determine the Canadian representative in the first World Amateur Go Championships in Japan in March, 1979. This tournament is being organised by the Nihon Kiin, the Go Association of Japan, and is being sponsored by Japan Air Lines. It is to be a yearly event although the site of the tournament may change from country to country. Canada hopes to have her chance to host this tournament in the future. The winner of the Canadian Champion title was Paul Sellick, 5-dan, and he will represent Canada in the World tournament.



Fred King (waiting for his opponent, the editor) John Carlin  
Bruce Amos Bruce Wilcox

The beautiful 1st place cup was generously donated by Sal Williams (Mrs. John Williams).

She did Yeoman's service as a Tournament Assistant to Director Pat Thompson.

Marie Andre Nantelle was given a Geta "T" shirt for making records of the top games.

Pat Thompson,  
Tournament Director



The Quebec Contingent

(N.B.- The event was covered by the Toronto Star on Saturday. It was a half-page article with pictures which appeared on page 6 of the first section, and it drew all 3 of the local television stations and other media coverage to the event. - Ed.)

#	PLAYER'S NAME	RANK	1	2	3	4	5	6	7	8		#	PLAYER'S NAME	RANK	1	2	3	4	5	6	7	8
1	Se Ju Lee	6d	7	9	6	8	2	5	3	15	1st	23	Peter Sung	1k	21	29	24	22	27	25	26	30
2	Boniface Kim	6d	8	5	4	6	1	11	9	13		24	Tibor Bognar	1k	20	25	23	19	31	22	27	26
3	John Lee	6d	9	7	12	5	4	15	1	6		25	Matsuzawa	1k	29	24	22	27	28	23	32	19
4	Bruce Amos	5d	10	12	2	9	3	8	13	7		26	John Carlin	1k	—	—	44	21	20	23	24	24
5	Paul Selick	5d	11	2	9	3	6	1	15	8	2nd	27	Fred King	2k	28	31	20	25	23	19	24	22
6	Young Chang	5d	12	18	1	2	5	9	11	3		28	Suzanne Malo	2k	27	30	31	29	25	35	19	33
7	Bruce Wilcox	5d	1	3	10	13	8	12	18	4		29	Elliott Chapin	2k	25	23	32	28	33	42	—	—
8	Kaoru Sakima	5d	2	6	13	1	7	4	14	5	3rd	30	Philip Webb	3k	35	28	33	32	34	31	20	23
9	Myung-Chal Shin	5d	3	1	5	4	15	6	2	11		31	Peter Lee	3k	32	27	28	33	24	29	34	35
10	Sung Cho	4d	4	7	11	16	12	14	—	—		32	Francois Cartier	3k	31	33	29	30	35	34	25	36
11	Adam Yan	4d	5	10	15	20	16	2	6	9		33	Stan Williams	4k	34	32	30	31	29	40	39	28
12	Louis Leroux	4d	6	4	3	15	10	7	17	16		34	Hewitt	5k	33	36	35	38	30	32	31	39
13	Pao-Mao Chen	3d	17	14	8	7	20	18	4	2		35	Gary Fuhrman	5k	30	38	34	36	32	40	37	31
14	Danny Au-Yeung	3d	16	13	19	17	—	10	8	18		36	Danny House	6k	40	38	37	35	41	28	43	32
15	Saburo Onishi	3d	18	16	11	12	9	3	5	1	4th	37	Jean-Luc Reiher	7k	41	39	36	42	40	43	35	38
16	Paul Fage	2d	14	15	21	10	11	17	22	12		38	Doug Hall	7k	42	35	41	34	43	39	40	37
17	Sejei Sunagawa	2d	13	21	18	14	19	16	12	20		39	Sal Williams	8k	43	37	40	41	42	38	33	34
18	L Belle	2d	15	19	17	21	22	13	7	14		40	Jean Rouvaldes	9k	36	42	39	43	37	35	38	41
19	Joe Sakamoto	2d	22	18	14	24	17	27	28	25		41	Mark Willets	9k	37	43	38	39	36	33	42	40
20	Yashiro Nakajima	1d	24	22	27	21	13	26	30	17		42	Joubert	10k	38	40	43	37	39	29	41	43
21	D Le	1d	23	17	16	18	20	—	—	—		43	Capper	11k	39	41	42	40	38	37	36	42
22	Terry Benson	1k	19	20	25	23	18	24	16	27												



#### THE NEW YORK GO CLUB - ZEN GO CIRCLE MATCH

by Jerry Pinto

On the evening of Jan. 23 a match on six boards was held between teams representing the New York Go Club and the Zen Go Circle. The match, played on an even game basis, was won by the Zen Go Circle by the rather surprising score of 5 - 1. On the first four boards Y. Kwon, R. Snyder, D. Wiener, and T. Benson defeated L. Brauner, H. Gonshor, S. Matsuzawa, and J. Pinto, respectively; on board five J. Exter of the N.Y.G.C. beat T. Stoeckert; and on board six J. Elfman of the Zen won his game with T. Tracey. The match was a success both with the players and the numerous people who came down to the Club to watch the games. The N.Y.G.C. would like to engage in similar matches in the future and would be pleased to hear from interested groups.

INSTANT GO NEWS - by Bruce Wilcox

First, I must retract my "challenge: regarding the 6-PT OBA rule. I am informed by a Korean 5-dan friend of mine that it is not new at all, but is common knowledge. It wasn't common to me, but I have no reason to doubt him. So while my discovery may have been original, it wasn't unique.

Second, I have a new address. It is now 610 Archwood, Ann Arbor, MI 48103.



a series begun in AGJ 12: 5/6  
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#### Chapter 6: RUNNING

"That same man that runnith awaie  
Maie again fight an other daie."  
Erasmus, Apothegms (1542)

This chapter covers the whys, whens, wheres, and hows of running. It even dips slightly into sacrifice theory.

**WHY RUN?** If you don't do something to protect a weak group, it is likely to face the torture of wall attacks (remember Chapter One?) or even death. Running is one of the defenses of a weak group. It can be either a means of access to more space in which to build eyes or a fast technique to gain stability. Gaining access to eyespace is not considered in this article. That's a tactical issue, not a strategic one. Fast stability, on the other hand, postpones the inevitable until later in the game when sente is less valuable. It leaves the group stable (temporarily safe from severe attack) but insecure (lacking two eyes). Running for quick stability can also have strategic offensive potential. It builds a wall facing the attacking enemy groups. If those groups are insecure, then this wall is a strategic plus.

**WHEN TO RUN** - That's easy. If a group hasn't enough space for two eyes and can't get it easily, and if it is contained by an enemy sector line, it's time to think of heading for the wide open spaces. But not so fast. First you'd better ask yourself if there's any reason NOT to run. That's harder.

If a group is heavily outnumbered or not close to safety, you are likely to be better off letting it die. Any time you try to run through an opening toward safety, your opponent may get to reinforce either or both sides of the opening while threatening to close it. His moves not only strengthen his stones, but they weaken stones of yours farther out. This is the price you pay for running. Such damage is often worse than just letting the running group die. Affection for your stones makes sacrificing anything a hard choice to accept, but you must learn. One important question to ask is, if you did manage to run the group to safety, could you then turn around and use it to attack enemy groups? If the enemy groups trying to contain you are already safe, then saving your group is often too uni-purpose.

**WHERE TO RUN: ONE WAY OUT** - When there is only one way to safety, it would seem obvious what to do. But weaker players don't always realize their danger and fail to run soon enough.

In Diagram 1 I was playing a teaching game against a 15? kyu player. After a fight on the lower side, I had built thickness and had sente. W1 began an attack on Black's side stone. B2 was a common joseki move, but the corner was not yet out-flanked and the side stone was. He should have run the side stone out immediately. W3 increased the White containment, creating the dashed sector line. B4 was bad. It went in the wrong direction. The escape hatch is toward his center sone, across the White sector line. When faced with only one way out, run toward the sector line trying to get as far beyond it as possible. Toward where W5 was played was the fastest route for escape.

How far Black could safely move that way is another question entirely, but knowing the correct direction of motion comes first. (With W5, Black got hit hard. He could not get to the remainder of the sector line before I sealed him in and, eventually, he died.)

**WHERE TO RUN: WHICH WAY OUT?** When an isolated cap is made against a group, there are commonly two ways to run. Since running causes damage in the direction you run, you don't want to run out every opening, so the problem is to choose the best one. There are 3 considerations. First you must consider safety. You must be able to get out. That's your primary objective.

Second, you want to run toward your strength and away from your weakness. Don't get confused with the Go proverb "Stay away from thickness." That refers to something else. You run toward your strength because the opponent will be attempting to prevent your connection to it (if he doesn't then he gives up his attack and might become enclosed himself). His dividing moves will damage the position you run toward; and the stronger it is, the better it will survive weakening. Another way to view it is to think of the other thickness-using proverb: "Push your opponent toward your strong stones." After White caps with W5 in Diagram 2, it makes little sense for Black to run with 6 and 8, only to have his lower corner encircled. He should run toward the upper corner instead.

The third consideration is the possibility of attacking the opponent after you escape. You strengthen his groups along the side of your escape route. You must expect to attack in the area you didn't run toward. Ask yourself where you'd like to attack and run the other way.

Diagram 1

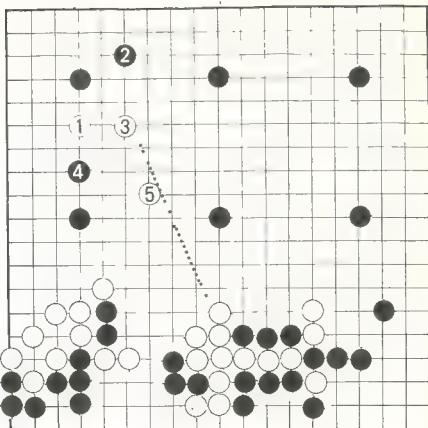
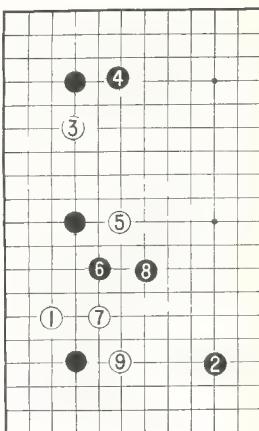


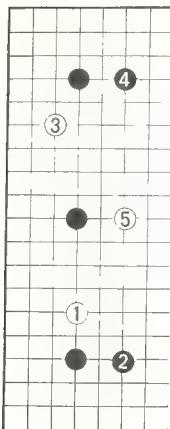
Diagram 2



#### DOLEN CHOSEN WORLD CHAMPIONSHIPS TEAM CAPTAIN

In a mail ballot by the 26 members of the AGA Exec. Committees (East & West), Richard Dolen was chosen as captain of the North American team. The votes for the candidates were: Richard Dolen (Los Angeles):12, John Maier (Washington D.C.):4, John Williams (Toronto):3, Skip Ascheim (Boston):1, & Takao Matsuda (New York):5; there was one abstention.

Diagram 3



This point is illustrated by Diagram 3 after W5. Which group does Black want to attack, and therefore which way should he run? At first glance there seems no reason to run up rather than down, but if you reflect further, you will notice that W3 is on the third line and undercuts Black's stones. It can maneuver for life much more easily than can W1. So Black should run up, between W3 & 5, and aim to attack W1 later (most likely with a capping attack two points right of W1).

Sometimes defense and attack considerations will conflict. If you run one way you set up a more promising attack elsewhere, but weaken your already weak stones. If circumstances are ambiguous, well, that's life. Choose a way somehow.

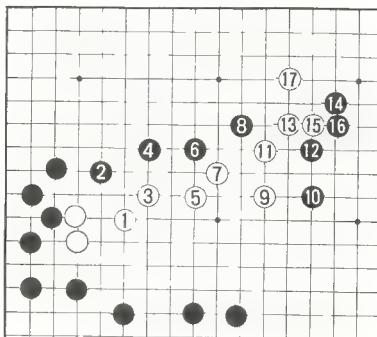
**HOW TO RUN: ONE WAY IS SECURELY** - Assuming you can find the correct direction to run, you will want to get as far as possible with one move without getting cut off. How do you juggle these opposing constraints? First I will cover the common safe running sequences, and then show you why some other secure moves are too slow.

If you are going to combine speed and absolute safety, you will do best to "limp" out.

Alternate weak and strong, fast and slow. If you play two slow moves in a row, you move much too slowly. If you play two fast moves in a row, your opponent may be able to break one of them. Diagram 4 shows a simple running fight in which White uses almost all of the protected running patterns. White's two unmarked stones provide a basis for speedy W1. After the fast move, the diagonal W3 is slow but solid, and provides the basis for yet another fast move, W5, and so on.

Actually, every White move in Diagram 4 is not necessarily a secure connection, but the patterns for using each move are entirely local in their tactical needs, so there is no fancy reading. Diagram 5 (next page) shows the patterns and the attempts to break them.

Diagram 4



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The first line of Diagram 5, sections A, B, and C, shows completely safe running formations (providing no Black stone is on a point marked x). The second line, sections D, E and F, shows the shape used in W5-7-9 of Diagram 4. In the first two attacks, the connection is safe, but in F the connection depends upon a ladder. This is always a danger. In the third line, sections G, H and I, the W7-9-11 shape is analyzed. Both H and I show how White might be cut apart. In fact, the use of the knight's move in either line 2 or 3 has cut dangers. White can guarantee that two of his stones remain connected, but he may have to abandon the third. This is one reason for the common use of the single skip as a running move. It is safer. If you look carefully, you will discover that White cannot keep W7, 9, & 11 in Diagram 4 connected if Black chooses to attack the connection. This doesn't cause White much concern, as he will just abandon W9 if Black does attack.

SLOW RUNNING MOVES - Since I only showed the single skip, diagonal and small knight's moves, you

Diagram 5

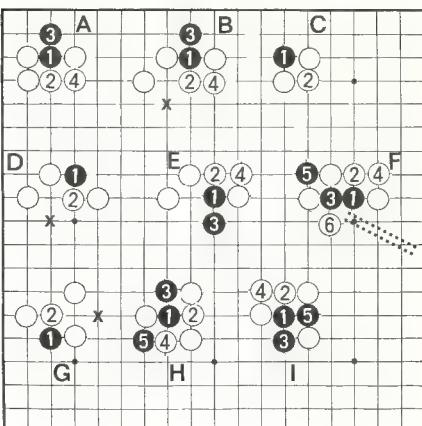


Diagram 6

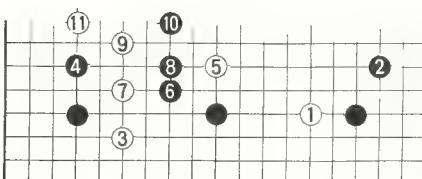
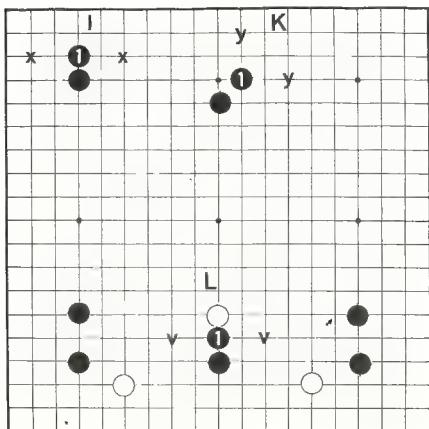


Diagram 7



connection. As a result, White engulfed the corner with 11. If it is not obvious that the direct extension lacks the follow-up potential of the diagonal move, this paragraph should convince you. Diagram 7J shows that

should be wondering about the other linkages. The direct extension was omitted because it's too slow. Diagram 6 illustrates the problem. In a game against a 6 kyu, I began a typical 9-stone opening. B6 was fine, although as I determined later, he really didn't understand that using it depends upon a sacrifice. B8 was played because he felt he needed a more secure move. It struck me instantly as a mistake. I don't expect to see the direct extension used as a simple running move because it is far too slow. It is not immediately much slower than a diagonal play, but the follow-ups are poor. In particular, Black had to then play B10 to cross the 5-9 sector line, even though 8-10 was not a secure

the direct extension paves the way for a guaranteed faster skip to points marked x. But they're going in opposite directions, so one of them is usually aiming in a worthless direction, back into trouble. If White blocks the useful skip direction, you're stuck making another slow move or an unsafe skipping play. Diagram 7K shows that the diagonal move prepares for skips (to y) which are heading in related directions. White cannot stop both of them.

There are, however, two cases when the direct extension is ok. Diagram 7L shows one. After B1, Black can jump to y on whichever side White doesn't block. The other use is in a contact fight, preparing for a safe jump or for advantageous combat. Back in Diagram 4, W15 prepared for W17.

**HOW TO RUN LIGHTLY: FAST RUNNING MOVES** - The remaining linkages I have neglected are the double skip and the large knight's move. While they are fast, they have horrible safety properties. They are useful primarily when there aren't any enemy stones nearby. In Diagram A (Diagram 1 again), instead of B4 Black should have played at 5 or one point below. Still, if White attacked the connection, Black would have to be ready to sacrifice. Things get complicated. Since I keep running into sacrificing, it's time I covered it in more detail.

**SACRIFICE RUNNING** - When trying to escape containment it is not really necessary to keep every stone connected to safety. The intent should be to keep a continuous line from stones that must be saved to the outside. You may abandon stones played as running moves if you can make alternate escape arrangements. As I mentioned, if Black attacks, White can abandon W9 of Diagram 4 in favor of keeping the W7-11 connection.

White should not abandon the W7-11 connection to keep 7 & 9 connected, because of the commitment to 13-15-17. Before looking closely at sacrificable running moves, let's look at sacrificing linkages in general.

Diagram 8 shows the basic sacrifice operations for the small knight's move and the single skip. On the first line, Q and R, White has a knight's move that Black decides to break. Given that conditions make it impossible to preserve the connection, and that White decides not to try to keep both stones alive at present, White is free to use Black's attempt to cut to provide for a completely forcing sacrifice sequence. In Q, Black must react to W4 and W6 or White regains the connection, defeating Black's objective. After B7 White might use 8 to defend the W6-W2 connection. White can choose R if he is willing to part with two stones instead of one. S is like Q, except that the initial linkage is a 1-point jump. White might again need to defend the W6-W2 linkage. In T, W8-B9 might be omitted because W8 might not be absolutely forcing. Black is quite likely to react, however, because otherwise W at 9 and a follow-up atari are again completely forcing.

From Diagram 8 we see another reason for preferring the single skip over the knight's move as a running play: single skips sacrifice better. There are two reasons for this. First, the defender can gain sente. In both Q and S White might lose sente. After R, the attacker (Black) definitely has sente, whereas after T, White has sente (and has given away 1 less stone). The defender can control the direction of the sacrifice

Diagram A

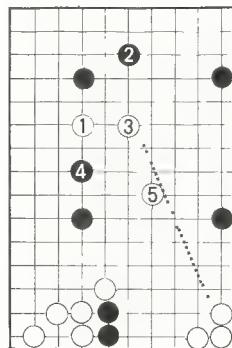
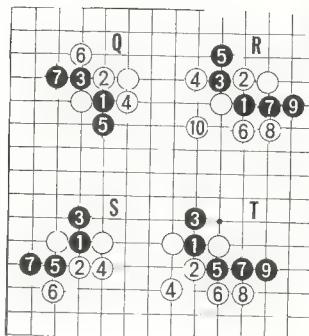


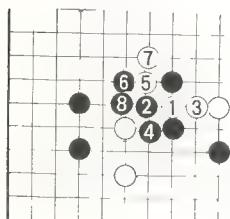
Diagram 8



configuration. White could build S and T in any of 4 directions. W2 could have been at B3 in either S or T and W4 could have been at B5 in S or W6 in T. The choice of direction in Q and R is completely under the attacker's control. Black attacks at 1 or 2. It is this control over one's own direction, and the ability to gain sente that make the single skip so versatile.

Diagram 9 returns to the problems of the 6 kyu (Diagram 6). After White caps with W1, Diagram 9 shows the expected Black running sequence. Since neither B2 nor B4 conforms to the patterns of safe running moves, sacrifice must be presumed. Let's observe this more closely. When Black plays the skip to B4, White will not cut it immediately,

Diagram 10



B4, White will not cut it immediately-

ately, even though he would be "successful". The disaster of Diagram 10 would make his joy short-lived. White cuts off the "tail", but Black's main force unites with his corner group and swallows two White stones. Even if B6 is a White stone (W5 in the Diagram 9 sequence), Black 8 still unites to the corner via a double-atari if White resists.

The case of the knight's move to B2 in Diagram 9 is a tougher problem. If White tries to cut it, being in a tactical fight with a weaker opponent favors Black. There are too many things for Black to keep track of. Rather than enter a complex battle, it is simpler (although less obvious) to sacrifice as shown in Diagram 11. Since W1 intends to cut

Black's linkage, B2&4 are sente. B6 is the first move not directly tied to the linkage sacrifice. Black could hane and connect at 9 & 7, but then White gets 6 and central control while Black remains unsettled. The line shown is simple. After B6, White's isolated stone is not going anywhere. White can annoy Black with 7 & 9, but they provide no

strategic problems for Black to handle. The 6 kyu was afraid of W11. He protested that for Black to answer 11 by blocking it from White's other stone seemed too small; the walls are too close together. Of course White will invade, otherwise a Black move around here seals up all the profits. But so what? Regardless of which side of W11 Black blocks on (B12 & W13 are left out of the diagram), Black should be satisfied. Either way, both players make small profits, with Black's being slightly larger. Black's group becomes secure. The key to handling W11 is that Black must aim to keep sente. He deserves it. Once Black has sente he can examine White's right-hand position more dispassionately.

The 6 kyu abandoned the sacrifice lookahead after W11 because he felt Black's position was grubby. Black's walls may be close together, but is White doing any better? It is not time to stop searching yet. The right-hand area is not enclosed territory. Black could run out immediately with another knight's move. (White certainly wouldn't try to disconnect it. That would be ridiculous.) But since Black's side handicap stone is

Diagram 9

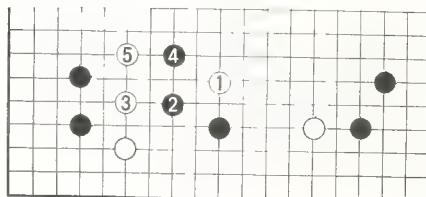
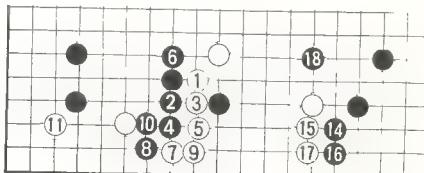


Diagram 11



so outnumbered, he should give it away. Don't resist White's territory, force him to take it! White cannot ignore B14 & 16 or he gets absolutely nothing here for all his trouble. Black secures 18 points of territory in the right corner, granting White a CLAIM of the same amount and Black retains sente. White still does not completely enclose his claim. B18 is not the best move (a tenuki is), but B18 is sufficient. It's thick locally and White is faced with a problem. To protect his territory gives Black the B18 move in sente, and B18 is a good outside move. To ignore Black is to lose much of what White worked so hard for. IN ALL CASES, White is not attacking Black, and has no real control over the flow of the game. Black keeps giving White some small profit in exchange for a slightly larger profit and sente. This is why White doesn't chop off Black's sacrifice running moves.

Sacrifice running is obviously more efficient than secure running. It takes fewer moves to go farther. It does, however, have its costs. You've got to check the tactics carefully and keep up-to-date on strategic changes affecting your stones. The risks of mistakes are higher, and there is the possibility of unforeseen interactions making it impossible to solidify in time. Often a running move is made under the sacrifice option and then immediately or sometime soon converted into a secure simple shape. A player will hunt for excuses to play the simplifying move. If you do use sacrificial linkages for running, be clear what your intent and plans are. Too often players try to save both ends of the link and end up saving a "tail" stone and losing the main group. Don't let that happen to you.

Instant Go continued next page...

#### GO IN CALIFORNIA

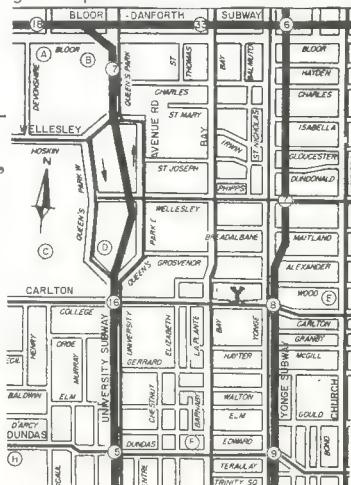
Mountain View Go Club: Friday evenings at 7:00 pm at the Mountain View Buddhist Church, Stierlin Road, Mountain View, Calif. Contact: Mr. K. Shimizu, Pres., 50 Highview Ave., Los Altos, Calif. (415) 948-0446. Approximately 20 members, including 11 players from 1-dan to 6-dan. \$1 playing fee includes refreshments.

#### GO IN PENNSYLVANIA

The Bloomsburg Go Club: c/o Steve Beck, 220 West First ST., Bloomsburg, Pa., 17815. Meets every Wednesday from 7:30 to midnight at the Kehr Student Union on the Bloomsburg State College campus. Visitors are welcome.

#### GO IN TORONTO

Toronto Go Club: c/o Pat Thompson, 3638 Bathurst St. #701, Toronto, Ontario; 787-6919. Meets Sunday afternoons at the Central YMCA, 2nd floor, 40 College St., Toronto M5G 1K8. (College Street Stop on the Toronto subway system, then  $\frac{1}{2}$  block West of Yonge Street to the YMCA. See map at right.)



## GO IN QUEBEC

Association Quebecoise des Joueurs de Go: The only official Go organization in the province. Contact: Tibor Bognar, V.P. for Public Relations, 7600 Lajeunesse Apt. 511, Montreal, Quebec H2R 2Z8.

## GO IN MONTREAL

The Montreal Go Club (about 40 members) meets every Monday between 7:00 pm and 10:30 pm on the 4th floor coffee shop of the Vieux Montreal College, 255 East Oubario Street. There is no playing fee for visitors.

## GO IN TEXAS

West Texas Go Aficionados: c/o Chuck Bell, 1316 N. Golder, Odessa, Tx. 79761. Meetings: Saturdays at 2:00 pm.

## GO IN WASHINGTON

Pullman/Moscow Go Club: c/o David B. Benson, Coordinator, NE 615 Campus St., Pullman, Wa. 99163. (509) 332-3164. Meetings: Thursday nights.

## GO IN MARYLAND

The Baltimore Go Club: c/o Jim Pickett, 739 Overbrook Road, Baltimore, Md. 21212. Meets every Sunday at 6:30 pm in the Great Hall of Levering Hall, Johns Hopkins University.

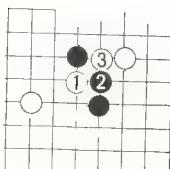
## IG-6.1      The Black Ostrich vs the White Eagle

This game is one I played two years ago against a 3 kyu. In this game Black persistantly jumps down to the second line, like an ostrich burying its head in the sand. By contrast, White gains altitude over Black's stones and then, like the eagle, comes swooping in for the kill.

B6: This kind of move makes things interesting. White has no territorial positions so the game must be run as a series of sector fights, involving lots of running operations and wall attacks.

B10: This is a weak running move. Knight's moves are great enclosing moves, but they are weak on connectivity. If White did try to break the connection as in

Diagram 12, Black could not sacrifice and get his corner out into the open. Neither atari looks useful. The diagonal move one point below 10 is a simple, safe running move. The attachment shown in Diagram 13 (next page) is another option. Even if White resists, Black can sacrifice B1 and get his corner out to the center in sente.



## Game Record 1 (1-100)

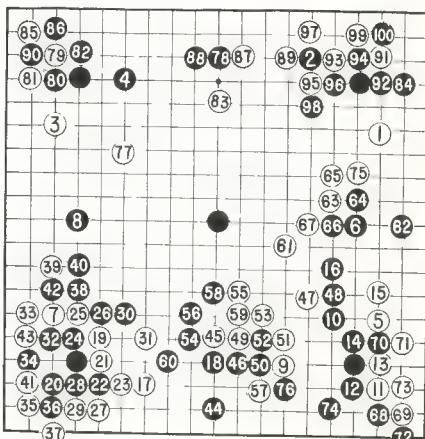
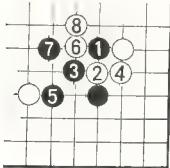


Diagram 13



B16: Black is not currently outflanked (he is outside the 9-15 sector line). The temptation to unite his stones is understandable, but he must first squeeze W9 or his wall might become useless. Assuming Black played B18, White two points above W9, Black then at B16, his position would be reasonable. Remember the "divide and conquer" wall plan? If you want to run in a direction anyway, force your opponent to narrow the gap and then run through it.

B18: This is poor. Black's lower left corner is already inside the W7-W17 sector line and Black should get it out first. Playing at 19 would be simple enough. Then, if White protects against the invasion between 9 and 17, Black attacks W7, or visa versa.

W19: Bang! White slams the door closed and Black suffers a strategic loss. As it turns out, he also suffers a local loss--he dies.

B26: Black's attempt to counterattack is a mistake. White is out in the open and can always run away. Black is enclosed in the corner and can't afford to waste time.

B44: Black thinks that by sticking his head in the sand he is attacking W9. If Black had skipped toward the center instead, White would slide here from W17, letting W9 die. This is because W9 would be both greatly outnumbered and deep within enemy sector lines, a most unpromising situation. B44 is nonetheless a mistake. B18 is itself outflanked by the W9-W31 sector line. The question will quickly arise as to who is attacking whom as White swoops down along the sector line with W45.

B46: This response refutes Black's previous attacking objective. Having to read out the 4 obvious responses to W45 is hard for Black--but he gets no sympathy from me. Why? He need only read out one line. In the Contact Fights chapter, I said the automatic response to a contact play such as W45 is the outside hane, in this case the diagonal block the farthest from the enemy stones you wish to attack. Black wants to attack W9, so the outside hane is at 54. If Black chooses Diagram 14, then he escapes, White cannot cut him apart, and White is still under attack.

B54: Having set up two cut points with B52, Black fails to use them. He could easily cut above W51 and capture White's stones. This was a risk I had accepted since I didn't expect him to see it.

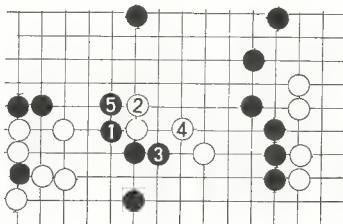
W57: The 58-59 exchange irritates White, but 57 insures that there is no connecting the 50 group to the 12 group and does it with local sente. If White instead played at 58, then Black could unite his groups with 76 and White would be left floating without targets.

W61: Time to run. White is currently within Black's sector lines. This move can connect to White's group one way or another and is not really a sacrifice running move. But if Black tries a push through and cut between it and W47, White will be happy to sacrifice W47. Not only is W61 running for safety, but once again the White eagle is gaining altitude over his prey.

B62: Here comes the ostrich again. This move does not endanger White's lower corner. Black is contained by W1-W61 and should run! Playing at 63, for example, would protect his 6-16 connection while running, and outflank both W1 and White's center group.

W63: Bang again! Black must seek life. This time Black does live, but still he loses on the exchanges. White builds more center influence

Diagram 14



and weakens Black's upper right corner.

B68-72 is his first clever tactical sequence, but White's feathers are unruffled.

W75: White is not expecting to be able to kill Black, so this is a "thickening" play. White's outside is now more solid and White expects to gain sente. Preventing the B76 cut is tempting, but it also might provoke Black into attacking W1 via a push and cut operation. Such a plan was a disaster for Black in the lower left corner, but here it might work. The difference is that Black has many dame, the cut leaves W1 in danger of being enclosed, and if White tries to run it out, Black can turn around and capture W63 & 65.

W77: This sacrifice running move wards off an attack on White's only unstable stones while also aiming to attack Black's upper left corner.

W79: This is a probe to commit Black (see chapter 4: TIMING on probes). Since White already possesses a considerable amount of secure territory, he can be satisfied with neutralizing Black's territory and staying out of hard fights for life.

W83: Now that Black has committed himself to holding the upper territory and sente, White tries to foul him up.

W85: Since White has the key point at 83 and Black has little he can now do with his sente, White is willing to finish the joseki a bit more. But then again, after B86 maybe White isn't so willing. This back and forth movement is like the snake charmer's. I hope to hypnotize Black into following me back and forth so that I can cheat and get everything.

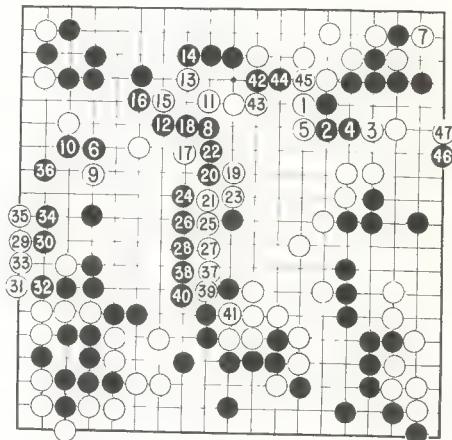
B90: Black refuses to be hypnotized, but becomes blinded instead! First, the correct local move is to take ALL the stones, with a play below W81. Second, and more important, Black's upper right corner is severely outflanked and weak. He must defend it.

B98 & 106 are fatal errors. The corner dies with W107.

W111: Since W3 & 77 are badly outnumbered and outflanked, I abandoned them. Naturally I could not have done this were I behind in territory.

The rest is just so much endgame. White eventually wins by 12 points. Running determined the game. White ran out for fresh air and then was able to attack. Black stuck his head in the sand and suffocated.

#### Game Record 2 (101-147)



For the present, those travelling to London may play at the Central London Go Club meeting Monday, Wednesday, and Thursday from 5:45p to 11:00p at:

The King's Head Pub  
Swinton Street  
near Kings Cross  
London

Playing fee: 40pence. Two other London Go Contacts:  
S.J. Dowsey, 6 Belsize Lane, NW3. Tel: 01-794-9881  
T. Mark Hall, Flat 4, Alexandra House, St. Mary's Terrace, W2

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## CG-3.0 RYDER'S PROGRAM - AN INTRODUCTION

Last issue I discussed the Go program written by Albert Zobrist; it was the first complete program to be published. The next contribution to the development of computer Go was made by Jon Ryder: his PhD thesis at Stanford, Heuristic Analysis of Large Trees as Generated in the Game of Go, written in 1971. Ryder continued the spirit underlying Zobrist's program (choosing a move by summed feature evaluation as discussed below) in a vastly different implementation. He expanded the uses of influence, created notions of attack and defense of weak groups, and added a reasonable tactician.

Ryder's program has recently taken on new value. The invention of home computers has made it a prototype for small Go programs. Therefore I will try to give you a thorough understanding of it. First I will discuss the overall "flow" of the program (in Go terms). Then I will dip into the basic entities being used in this process and how they are computed. Finally I will surface for an overview of the results of his work.

### HOW THE PROGRAM SELECTED ITS MOVE

After the opponent's move was read in, the first thing the program did was update all of the basic data. This included determining which strings could be captured, which groups were weak and who controlled which areas of the board. Then a two-part feature evaluation was used to select the program's response. The first part, called DEVELOPMENTAL ANALYSIS, checked each legal move for the presence of simple features. Whenever a feature was detected, a number was added to the cumulative value of that move. The second part then checked for more complex features using only the 15 best-scoring moves from the first part. The new feature values were added to a move's preliminary total, and finally the highest scoring move was chosen.

Ryder's and Zobrist's programs both chose the move with the highest summed feature value, but there were three crucial differences.

1). Zobrist's features emphasized expanding and securing influence. Lacking adequate safety considerations, his program collapsed against strong players. Ryder's program emphasized attacking and defending weak groups. It would not have collapsed against strong players, but it was completely outplayed by a human beginner in the endgame, where attack and defense were no longer a dominant theme. (This could be corrected by changing the feature values during different stages of the game.)

2). Zobrist's program could check for facts CURRENTLY available in the BASIC DATA only. Ryder's program also tested for things not in the basic data, such as determining FUTURE effects of a move. Determining future effects gives feature recognition much more power. Not only could the program ask what the current influence was, for example, it could also ask what it would be if a move were played.

3). All of Zobrist's features were examined for every legal move. In Ryder's program, moves weeded out during the first phase could not be examined in the second. This gained efficiency, while introducing a risk of discarding the best move before all the facts were in.

THE FIRST PASS - Ryder's first part checked only 18 distinct features but they were tested from both players' points of view and had values depending upon which side(s) had the feature. In addition, up to 3 values were added to the move's value when a feature was detected, depending upon the presence of weak groups. The normal value was always added, but if the move was near an endangered enemy group then a second value was also added, and if the move was near an endangered program group then still another value was added. To help in understanding "developmental analysis", I have listed the features used from the program's viewpoint and their

normal values. These features are only crudely approximated in Ryder's implementation. Interchanging the terms "program" and "enemy" in the features below will supply the enemy features (but you won't know their values). Remember that a move is checked from both points of view (implementing the Go proverb "the opponent's key play is my own").

1. (10000) splits or hinders connection of enemy groups
2. (8000) saves program stones
3. (3000) makes program eye
4. (2000) ataris enemy string
5. (1500) makes program territory
6. (1500) combines program groups
7. (1500) threatens to make program eye
8. (1000) reduces enemy string to 2 dame
9. (1000) securely connected to program group
10. (750) hinders expansion of enemy group
11. (500) near endangered program group
12. (250) expands program group(s)
13. (-300) within enemy influence
14. (-1250) leaves behind a cutting point in program position
15. (-1500) on enemy group point or next to enemy stone
16. (-1800) reduces own program string to 2 dame
17. (-2000) within enemy territory
18. (-12000) could be killed if played by program

For a quick example of how the feature values changed near weak groups, consider feature 3 "makes program eye". Its normal value of 3000 gives the program a strong tendency toward eye formation. Forming an eye near a weak program group would add 10000 more, which translates as "make eyes fast!" The normal value of the feature "makes enemy eye" (flipping viewpoints) is -2500. Thus the program has no reason to stop enemy eye formation. Such a move would be avoided unless it were near an enemy weak group, in which case a value of 7500 would also be added. The program would then leap to the attack.

**THE SECOND PASS** - The 15 highest-scoring moves from developmental analysis were then run through more thorough tactical and strategic analysis. The tactical analysis determined if the proposed move "unexpectedly" altered the tactical safety status of any string. Various bonuses were given, depending upon how many of whose stones changed status in what way. Strategic analysis determined changes in the composition, number and overall influence of armies, walls and groups, and gave bonuses accordingly. These evaluations were added to the developmental score to obtain the final value. The highest-valued move was the program's response.

**COMMENTS** - The task as Ryder saw it was "to develop a function which on the whole (and in the absence of many of the complications of actual positions) produces good scores for moves a Go player might recommend." The utility of his kind of move selection process lies in the ease of its implementation and the ready insertion of new features. The process creates a good "urge" to make a useful, multi-purpose move each turn. The weakness of the process is exactly that it does not easily handle the complications of actual positions. It does not provide the precision used by skilled players in selecting moves, nor does it allow long-range planning and execution.

#### BASIC DATA

Now that you know vaguely how Ryder's program chose its move, you may want to understand just what basic Go structures it used and what their limitations were. If you don't, skip down to the RESULTS section. As I mentioned in the last installment, strong players "see" many more things on a board than do weak players. Ryder created a more sophisticated representation than Zobrist. Below are the entities Ryder programmed.

1) STRINGS: Strings have liberties, adjacent enemy strings, etc. Strings were basically the same as used by Zobrist. Being such a basic Go phenomenon, all programs have them.

2) INFLUENCE: Ryder's implementation of influence was faster and easier to understand than Zobrist's. Each stone played added fixed amounts of influence to nearby locations. Diagram 1 shows the influence exerted by a single isolated stone played at 60 upon nearby points. The total influence of a point is the sum of all stone's influences on that point. Once again, Black added positive numbers; White added negative ones.



3) ARMIES: These were areas of contiguous influence of the same sign (the same as Zobrist's segments).

4) WALLS: Not content with the information available from armies, Ryder attempted to reflect the Go concept of walls. Areas of strong influence (contiguous points with an absolute influence value of 10 or more) were recognized separately. Walls were not used as a focus for planning, as a human would use them. They were merely entities to be counted for strategic bonuses.

5) CONNECTED: Ryder created two independent concepts, "connected" and "strongly-related", to handle the connection and barrier effects of linkages. Discovering that influence did not do a good job describing the connectivity of stones, Ryder created "connectedness" to recognize stones that could be considered joined (even though it might be possible for the opponent to break the connection). A point was "connected" to Black if it was occupied by a non-dead Black stone or was empty and adjacent to at least one Black stone and not adjacent to any White stones. A point was "half-connected" to Black if it was empty, adjacent to at least 2 Black stones, and adjacent to at least one White stone. Similar tests were used for White "connectedness". Half-connected points loosely reflected threatened connections. "Connectedness" did not recognize the large knight's move (ogeima), nor a threatened double skip (niken-tobi).

6) STRONGLY-RELATED: This concept covered the "barrier" effects of a linkage, and was used to recognize territory boundaries. A point was "strongly-related" to Black if it was occupied by or adjacent to a Black stone, or was diagonal from a Black stone with an empty point between (kosumi), or was a single skip away from a Black stone with an empty point between (ikken-tobi). Points could be "strongly-related" to both sides simultaneously.

7) GROUPS: A group was a set of contiguous "connected" or "half-connected" points of one color. (A single isolated stone created a five-point group.) Each group had a security value, summed from rewards for the number of: actual and potential eyes, points in the group, territory points, connecting moves to other groups, and extensions. Security values above a fixed number meant the group was safe; below a fixed value meant the group should be abandoned. In neither case would moves be rewarded for attacking or defending the group.

8) TERRITORY: Territory was the set of empty points contained by edge points and points "strongly-related" for one side, but not "strongly-related" for the other. Not wanting the program to depend upon weakly held territory, it was further required that 4/7 of the points in a territory be "strongly-related" ones (else the territory was ignored). The definition of "strongly-related" recognized linkage-enclosed area (including niken and ogeima relations), but it had a flaw. The program would perceive double-diagonal jumps (hazama-tobi), triple skips (sangen-tobi) and other weak formations as sealed boundaries, whereas skilled players think of them as gaping holes.

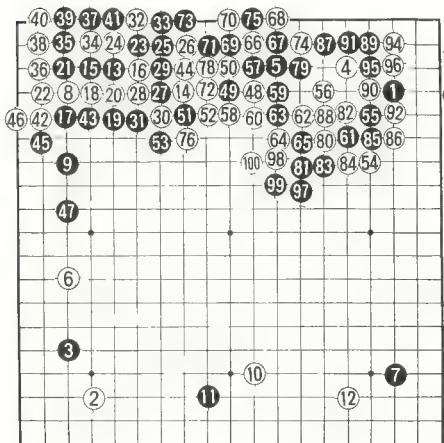
9) TACTICS: Tactical results were important features. Each string

was examined by the tactician to see if the string could be captured or saved. No connection or eye searches were performed. Much of Ryder's total effort was spent on improved string tactics. As Ryder said: "Since tactics are so difficult to do well, perhaps it is better to call the program's present degree of tactical proficiency 'blunder avoidance'".

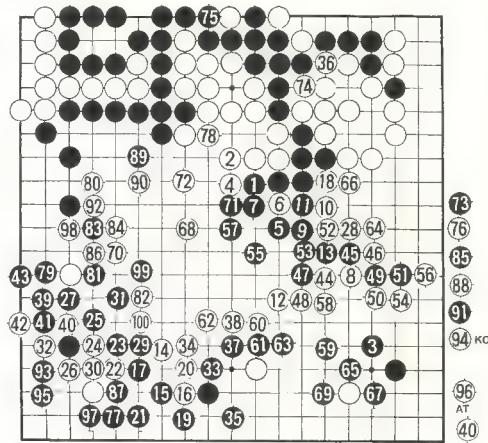
### RESULTS

Ryder's program represents a second-stage of Go programming; he developed much more Go-specific information. While he claimed in his thesis that his program played well enough to beat human beginners, I regret that the only game presented was lost to someone who had just learned the rules and had been told some general strategy. This is not the result to expect of a program superior to Zobrist's. What happened is something that occurs with any large and complex program. It suffered from both errors and oversights in the program. Ryder later improved his program, but no other games were reported.

Since I said the program lost, you can determine which color it played by looking at Game Record #. But don't. Try to figure out from the play in Game Records 1 and 2 who is who and why you think so.



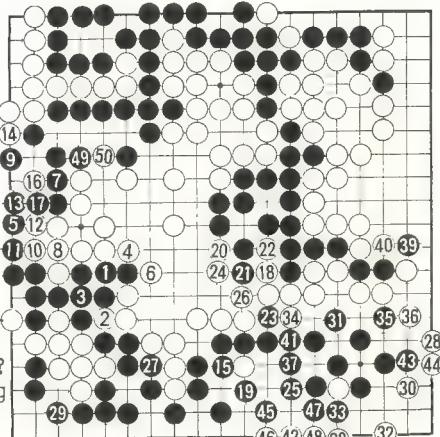
Game Record 1 (1-100)



Game Record 2 (101-200)

**CONCLUSION:** Ryder's program is the 2nd of only 3 published complete programs to date. He led the way toward more complex features and data analysis. Orienting his program toward attack and defense of weak groups made its play stronger during the opening and midgame. His contribution sketched out some of the knowledge a Go player uses.

There are, however, many concepts missing from his model of Go; and the task of "completing" his program remains. Will adding them be enough to get a reasonable Go playing computer--or will the next generation of Go programs need a radically new approach? Or perhaps a common old one? After all, humans don't sit there tallying up features for every legal move. Why should a computer?



Game Record 3 (201-250)

INTRODUCTION: Some of you may be interested in programming Go, but are also afraid to jump all the way into the bottomless pit of full-scale Go. One way to get your feet wet is to program a simpler, but still challenging task like determining if stones can be killed. Only string data is needed and the search techniques can range from the brute force to the sophisticated. To assist you in building a tactician, I will describe a slight generalization of the one Ryder used.

THE GENERAL LOOKAHEAD PROCESS: To begin with, computer Lookahead is done just the way humans read out a position. You start with some specific objective and assume your opponent will try to stop you. You will be attempting to determine whether or not that objective can be accomplished. Given the objective, you can select moves to try for both sides until eventually you reach a position whose result can be assessed as a success or failure. If one side has succeeded you back-track until some position when the other side had an alternative to try, and so on. Eventually no more alternatives will exist and you then "know" whether the objective is attainable. This is the same process used by a program.

Ryder's Go program would use the tactician to determine the safety status of every string on the board. The tactician was told to try to capture a specific string, and the results were recorded for feature evaluation. To bring the general problem into manageable range, only strings with 5 or fewer liberties were actually analyzed by the tactician. All others were assumed to be tactically safe. Now let us look more closely at how Ryder followed the general lookahead schema.

His tactician followed Ryder's overall program philosophy of selecting and evaluating moves by feature detection. At each position created during the lookahead, the program would locate all moves likely to be of any assistance in capturing the specified target string (the only goal allowed), sort them by a feature detection function, and use only the 4 highest scoring choices for further searching.

The process of selecting and playing moves could go on and on were it not for some method of recognizing positions as "terminal", i.e., ones whose success or failure could be determined without further search. Whenever possible, instead of searching deeper, the program would try to label a position as terminal. If it did so, it would back up and try other moves from previous positions. This process continued until there were no more moves to be examined.

IMPLEMENTATION SPECIFICS: Here are Ryder's specific rules for finding relevant moves, selecting the best ones to search, and recognizing terminal positions. Moves were selected from among the liberties (dame) of "relevant" strings. The program considered as relevant the target string and all defender strings virtually connected to the target. This collection of strings was called the target complex. A string is virtually connected to the target if it has two dame in common (a bamboo joint and a kosumi linkage are common examples) or if it shares a dame which the attacker cannot occupy with more than 1 liberty (or ko). Any string both adjacent to and as weak as a relevant string was also considered relevant, enabling counterattacks in defense of a string (and counter-counter attacks, etc.). On the defender's move, certain pattern-tested skipping moves from the target complex were also examined, including the perpendicular single skip from two stones and the diagonal extension.

The four "best" moves for further searching were selected by feature evaluation. Acquiring the most "new" liberties was the driving urge of Ryder's tactician and was a highly valued feature. New liberties were ones not previously belonging to the target complex. Moves were also rewarded when they resulted in a successful forced capture (checked by a

high-speed ladder/snapback analyzer), formed an eye for the defender, starred an opponent string, etc.

A position was considered "terminal" when: the target was captured, the target or complex became stable (too many dame or two eyes), the problem became too complex (more than 12 relevant strings or 15 move choices), or the problem became too expensive (more than 50 attacker moves tried). In those cases of "overloading", the tactician simply ground to a halt. If the "target" was a program string, then it was considered endangered. If the target was an enemy string then it was considered safe.

**CONCLUSION:** See? It's not that hard. Programming in BASIC on a minicomputer can make representing a board position and keeping track of the search the more difficult part. (On big computers the programming languages available make this a simple task.) Those of you with computers, why not see what you can do? (If you need more information, write me.) If enough people write tacticians, we can hold a competition.



The Membership Secretary wishes to point out that any member having questions regarding his AGA expiration date can refer to his AGJ mailing label.

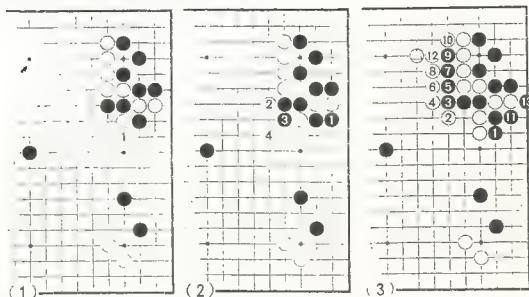


HAPPY NEW YEAR!  
1979 is the year of sheep  
or goat according to 12  
honorary signs of Japanese  
custom. The book he is  
reading and eating is  
titled "How to win Go  
overwhelmingly".  
The board-side Chinese  
characters indicate my  
signature.

Shunji Nishida, 3-dan

ANSWER TO COVER PROBLEM

CORRECT: W1 in Dia. 1  
is the right shape.  
Dia.2: B1 is best. W  
can force with 2 & net  
with 4; but W has weak  
points for B to aim at.  
Dia.3: This B1 lets W seal  
his wall in sente with  
the sequence to 13. Much  
of the aji of Dia.2 is lost  
for a dubious gain.



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年 中 無 休



朝九時→六時

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## LETTERS AND COMMENTS

To the Editor:

Vol. 13, Nos. 4,5, & 6 of the AGJ was quite a showcase. I must commend you and your staff for such a splendid job. Now if you can only get back on schedule....

I do have two gripes, which I hope you will rectify in the next issue.

1) On page 37, you unkindly omitted the University of Maryland Go Club as a meeting place. It meets on Tuesday night, 7:45, Student Union Bldg. Ask at the Lobby information desk for the room number (which is 1150 this semester). Yours truly is the contact at (301)434-0373.

2) Nowhere is there mention of the University of Md/ GWGC Tournament held last year on Oct 14.

John Goon, Washington D.C.

(Somehow the report of Washington's fall tournament was left out. A grid and report is on page 9 of this issue. - Ed.)

The irregularity of AGJ publication is seriously damaging the AGA... I have been unable to organize the Chicago area, which has many Go players, because I have been deficient in enthusiasm for the AGA... We need some signs of life from New York to reassure us on occasion.

I am in the process of changing jobs. When I get settled, I will offer my services to the AGA...

Roger Barth, Chicago

(Hang in there Roger, the AGA is alive and kicking. We can't promise the 7th cavalry, but we'll do all we can. We look forward to your help. - Ed.)

Dear Terry,

Thank you for all you've done for the AGA. I've always enjoyed reading the Journal.

Jonathan B. Skinner, Philadelphia

Keep up the good work. I know it is a tough and thankless struggle. A special pat on the back to Terry Benson. Being AGJ Editor is really a job!

Tom Trilling, Los Angeles

(Thanks. Encouragement like yours and the tremendous help I've been getting from my expanded staff makes it a lot easier. - Ed.)

I think we may be able to get a Go club started here at Colgate University. If you have any promotional literature which might be helpful, this would be appreciated. Bruce Wilcox came and gave an excellent presentation for my Go class this January.

Chris Nevison, Hamilton, N.Y.

(Organizational aids are on their way. Send us any feedback on materials you've found useful. - Ed.)

Dear Friends of Go,

We have much pleasure in addressing to you the first issue of "GO-Revue Française de Go", published by an association of players in conjunction with the Fédération Française de Go. We hope you'll find it interesting. You might perhaps give notice of this birth to your members by advertising it in the AGJ. Subscription rate (4 issues per year): 40 FF. Cheques or bank giros to GO-Revue Française de Go (Bank account: B.R.E.D., rue J. d'Arc, 76000 ROUEN, France / 93I 48 1273). Postal giros to François Petitjean, 52 rue

du General Leclerc, 76000 ROUEN, France.

Sincerely yours,  
François Petitjean

(This French language Go magazine is a welcome addition to the world of Go publications. Hopefully we will be cooperating with them for a long time to come. - Ed.)

I think the Go Journal is really great. I, for one, appreciate the blood, sweat and tears that are required to produce such a volume. Keep in mind that many who complain loudly about erratic deliveries etc. never offer to assist, and further wouldn't even entertain such an offer!

Bruce Wilcox is producing an incredible sequence of articles. This sort of "radical" thinking breathes life into positional analysis as opposed to the more standard (classical) approach seen frequently in Go world and in all chess periodicals/publications. I can stay awake reading the stuff Bruce writes!

I am interested in any computer Go literature which is currently available. I am working for ATARI, INC. (computer/video game co.) and am looking into "watered-down" Go programs for possible implementation. Such a T.V. game would bring Go to still more people.

Hang in there - some of us out here care.

Tom Reuterdahl, Palo Alto

\*\*\*\*\*

NOTE: Milton Bradley, one of the editors of the "Instant Go" series, has written an article for Creative Computing magazine. Appearing in the March issue, "The Game of Go - The Ultimate Programming Challenge?" will be of interest to the many player/programmers in the AGA.

\*\*\*\*\*

### A GO TALE by Terry Benson

While in Europe in 1976 I was told an enchanting story which - although it may be quite apocryphal - bears repeating here.

Some years ago a Yugoslavian Go organizer had applied for official state recognition and state money for his embryonic Go association. After waiting some time, he received a summons to appear before the commissar for sports and games.

The enthusiast eagerly travelled to the capital anticipating state sanction. When he was finally ushered in from the official's antechamber, a glance at the commissar grimly perusing the application warned him that all might not be well.

"State funds are not available to establish a ... 'Go' ... association. Sports are as good for the mind and far better for the body," the bureaucrat said with curt, official finality. He tossed the paper onto a pile. "And anyway... we have chess."

A tesuji flashed.

"But comrade, chess is a feudal game. There are kings, queens, knights, and bishops. In Go all the pieces are equal... all peasants. It is a truly revolutionary game."

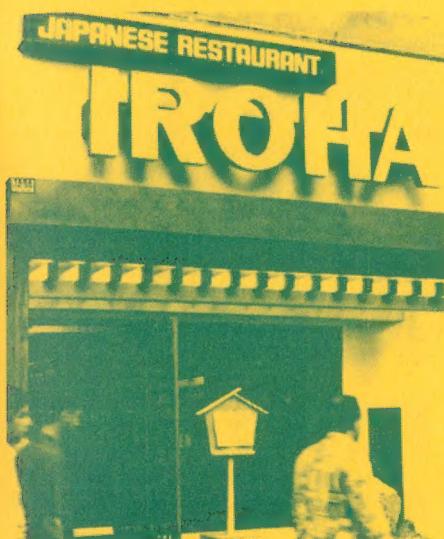
On the spot, the commissar gave him and his Go association full approval.

\*\*\*\*\*

Homework 7 107

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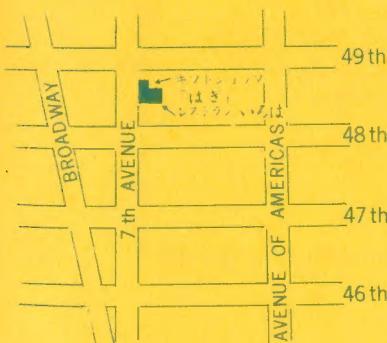
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